

Chapter 13



Teaching and Learning with Technology in Music and Art Instruction

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Music and Technology



✧ From the early history of music to the technological advances of today, many tools have been developed that afford musicians, teachers, and/or students the opportunity to experience, develop, play, and critique music. (Roblyer & Doering, 2013)

Art and Technology



❧ For the arts, technology thus offers means to accomplish artistic, scholarly, production, and performance goals. But the mere availability of technology cannot ensure a specific artistic result: the pencil in a student's hand ensures neither drawing competency nor a competent drawing. Nor, by itself, will exchanging the pencil for an airbrush or computer graphics program create a change in the student. (Roblyer & Doering, 2013)

ISSUES AND PROBLEMS IN ART INSTRUCTION



1. Funding for Art Instruction:

❧ *Art supplies are too expensive. Principals are forced to spend their money elsewhere*

2. Ethical Issues Associated with the Use of Images and Other Materials:

❧ *Teachers need to instruct students about copyright laws, what constitutes infringement and plagiarism.*



3. Accessing Images Used in Art Instruction:

✧ Many images are blocked to protect students from pornographic images; however, because of these blocks, works from famous artists and photographers are blocked as well. Teachers need to access library and museum resources to show examples from these artists.



4. The Challenge of Meeting Standards in Arts Instruction:

- Be able to communicate at a basic level (dance, music, theatre, visual arts) using vocabularies, materials, tools techniques and intellectual methods of discipline.*
- Define and solve artistic problems with insight, reason and technical proficiency.*
- Basic analyses of works of art from structural, historical and cultural perspectives*
- Understand and see examples of work from different cultures and historical periods*
- Be able to relate various types of arts knowledge and skills within and across the arts discipline.*

ISSUES AND PROBLEMS IN MUSIC INSTRUCTION



1. Redefining Music Literacy:

- ❧ *In addition to being able to read standard music notation; music literacy is also being able to find creative ways of representing music.*

2. Training Teachers to Meet Music Standards :

- ❧ *Until it is required to be proficient with technology and well develop standards are established, many music teachers may not include technology courses in their curricula.*



3. Legal Issues Associated with Downloading Music Illegally :

- ❧ *Teachers need to inform students about current court ordered injunction to stop downloading music illegally.*

4. The Intersection of Popular Music, Technology, and Music Instruction:

- ❧ *Teachers need to have an extensive knowledge of desktop music production and live sound reinforcement along with a credible familiarity with pop music's complex web of music, culture and traditions.*



5. The Music Director as Small Business Administrator:

- Music programs usually have a large inventory of physical assets (instruments, libraries of sheet music, books and other resources).*
- The music director must always seek ways of continuing or increasing funding.*

TECHNOLOGY INTEGRATION STRATEGIES FOR ART INSTRUCTION



❧ Accessing Art Examples for Classroom

- ❧ Use school library
- ❧ Looks at galleries and exhibition of contemporary artists online
- ❧ Use DVD collections
- ❧ Make your own digital library (pamphlets from galleries etc)
- ❧ Make your own powerpoints and teaching material
- ❧ Obtain and use resources such as Masters of Photography etc

Producing and Manipulating Digitized Images:



Have students use scanners, digital cameras, and software such as: iMovie, Final Cut or Preimiere to manipulate images and foster creativity

Supporting Graphic Design and 3-D Modeling



- ❧ A range of animation programs are available that offer features like tweening and morphing.
- ❧ Some software such as Photoshop allows students to edit clipart or digital photos giving them hundreds of options for special effects and altering images.
- ❧ 3-D, modeling and animation software can be used to communicate ideas.

Other Ideas for Art Integration:

- ❧ Virtual field trips to Art Museums
- ❧ Creating Movies as an Art Form
- ❧ Using Computerized Kilns
- ❧ Sharing Students' Creative and Research Works Through Publishing

TECHNOLOGY INTEGRATION STRATEGIES FOR MUSIC INSTRUCTION



❧ Music Strategies

- ❧ Use available software as a personal recording studio
- ❧ Use electronic keyboard lab to develop students' skills in keyboarding, theory and harmony
- ❧ Use available software as a tutorial in music fundamentals
- ❧ Accessing a free cross-platform music notation program such as MuseScore
- ❧ Students can create a website to help teach music history

Support for Music Composition and Production:



There are three essential tools:

- 1. Sequencers (record, edit, and play back digital audio and MIDI data)*
- 2. Notation programs (music in a visual domain)*
- 3. Vocal processing software (change the pitch and create interesting vocal distortions)*

Other Ideas for Music Integration:

Support for:

- ❧ Music Performance
- ❧ Self-Paced Learning and Practice
- ❧ Teaching Music History
- ❧ Interdisciplinary Strategies

Our Reflection on Art & Technology

- ❧ This chapter points out that principals are hesitant to spend money on Art Education Technology Tools. The initial start-up costs might be high, but other factors must be considered. There are tons of opportunities to make most Art projects cross-curricular. Even though we teach our subjects separately in school they are not separate in the world. Art, Music, History, Literature, Science and Technology are all weaved and intertwined within each other.

What Do You Think?



Should schools invest more money into Art/Music because of the endless possibilities for student learning and education?